



## BORIS THE SPIDER

**A Journal of Duplicitous Doings,  
Raw Power, and Naked Greed**

*"Oh, what a tangled web we weave  
When first we practice to deceive!"*  
--Sir Walter Scott--



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8 Apr 99

### BELATED HAPPY EASTER!

The WIZARD'S QUEST tourney, my baby this year, has been designated part of the "Iron Man Championship" at the upcoming World Boardgaming Championships. This championship is to recognize the folks that play a bunch of the obscure tourneys and place well but can't quite come home with "the Wood" in any of them. If you're the kind of guy or gal that comes in 2nd through 4th in a lot of smaller tourneys (like I took two 3rds last year), this is where you can be recognized. Amass enough "Iron Man" points and bring home some special "Wood".

"What Inquisition" could finish up next time and "Wine Is Fine" ought to present Ron Fisher with the choice of going bankrupt gracefully or playing "pass the 6-train" for the rest of the game, so that might be over soon. Kevin Wilson is showing 8 of the 10 VP necessary to win "Albert", so that too could finish any time. "Rats For Sale" should finish within 6 months. At the moment RUSSIAN CIVIL WAR is at the top of the waiting list, COL DIP not getting a quorum a month or so ago. Chuck Hanna is waiting to run another 18xx for us. So sign up for your druthers and hope for the best. As always, we are limited by interest and 'zine space.

#### STANDBY ALERT:

Bob Holliday has NMR'd.

"Boris XIII": Austria

SILVERTON: #5

MAGIC REALM: Fern & Xyla

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

#### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "Wizards lack the HW chromosome in their genes. Feminist researchers have isolated this as the one which allows people to see the washing-up in the sinks before the life forms growing there have actually invented the wheel. Or discovered blood."

---Terry Prachett

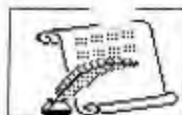
#### BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (& free issue) goes Chris Trent for his article datelined London in "Boris XIII".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Bob Holliday for a double NMR.

**PERSONAL COMMUNICATION HERE (maybe):**

**Deadline for most games is 1800 CDT 7 May 99**



## THUNDER IN THE EAST!! Lust in the West!

Fall 1986

# XII

1998i

**MINAS MORGUL:** The Russian counterattack has been fierce and swift. But what have they to show for it? True, the Austrian looters of Moscow have been destroyed and another Austrian army is in full flight, but one of the Tsar's southern fleets is in full flight too and cannot be saved without French aid, the same French who looted Moscow in 1812. Importantly, in their zeal to protect their home centers, they denied themselves the ability to build. Meanwhile, in the West, potty old Lord One-eyed must be squinting in disbelief at an undefendable NWY while Kaiser Ron orders his troops southeast.

### TROOP MOVEMENTS

Austrian A CON retreats to BUL and A SEV retreats to MOS.

**AUSTRIA** (Fryling): A Nap H, F Eas S F Aeg-Smy, [A Bul-Con], A Gre H, [A Tus S A Tri-Ven], A Ven-Rom, F Aeg-Smy, [A Rum-Sev]r-???, [A Mos-War]d, A Gal-Ukr, A Tri-Ven, [F Adr-Ion];

**ENGLAND** (Shacklett): F Edi-Nig, [F Hol-Nu], F Lpl-Cly, [F Nth-Den];

**FRANCE** (Boyum): F Tun-Ion, A Pie-Tus, A Mar-Pie, A Bel H, A Ruhr-Bur, F Tyn S F Tun-Ion, F Lys S A Mar-Pie;

**GERMANY** (R. Fisher): A Kie-Mun, A Ber-Sil, F Hel H.

**RUSSIA** (Fowblet): [F Con-Bul]so, [F Smy-Aeg]r-???, A Sev S A Ukr-Rum, A War S A Lvn-Mos, A Lvn-Mos, [A Den S GER A Kie]otm, A Ukr-Rum, F Nwy-StPnc).

Orders in brackets fail; nso = not so ordered; nsp = no such place; otb = off the board.

Austrian A RUM must retreat otb or to BUD, GAL, or SER. Russian F SMY must retreat otb or to SYR.

### SUPPLY CENTER CHART:

AUS: Bud Tri Vie Gre Ser Bu| Nap -Con Ven Rom -Rum -Sev +Smy

ENG: Edi Lon Lpl Hol

FRA: Bre Mar Par Por Spa Bel Tun

GER: Ber Kie Mun

RUS: Mos StP War Swe Nwy Ank Den -Smy +Con +Rum +Sev

(10) Tear 1 \*

(4) Even

(7) Build → Even

(3) Even

(10) Build 2 \*\*

\* If Austrian A RUM r-otb, then EVEN.

\*\* But no home centers open, so will play 2 short. If F SMY r-otb, will play 3 short.

Due next time are orders for the retreats, builds/tears and Spring 1907 and **Press**. Ms Nar craves Press!

### EMBASSY BEAT

Germany: "Here I come to save the day"

The Tsar would like to thank his new friends for their expressions of support. As far as the deals you've offered me ... I accept all of them!

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### STELLAR CONQUEST

JTK: Due next are orders for combat for Turn 42 and for Movement for Turns 43-44. Remember, this is a variable ending game, so Turn 44 has a 50% chance of being the last turn.

Willie: Awaiting Turn 6 combat and any changes to Turns 7-8 movement.

Tommy: Turn 22 combat and changes to Turn 23-24 movement.



## RIOTS IN AUSTRIA!! French Repulsed Again!

Spring 1903

XIII

1998Q

**KLENDATHU:** The very ferocity of the Austrian Loyalist riots have amazed her persecutors. Italian troops in VEN stood by dumbfounded as traitor citizens captured, tried, and executed local military leaders for "High Treason and Dereliction of Duty" in not defending VIE and preventing the disappearance and probable capture of the Emperor. The Russians, meanwhile, seem to have shifted their sights westward as they threaten both BER and MUN. The semiannual French invasion of England was again easily repulsed. Perhaps it's time for *La Belle France* to notice what is happening to her east?

### TROOP MOVEMENTS:

German F DEN retreats to HEL. England build F Lpl. Italy builds A NAP. Russia builds A SEV, A WAR & A MOS.

**AUSTRIA** (Holliday): NMR: F Bul/sec H(u), A Ser H(u), A Tri H(u), A Bud H(u).

**ENGLAND** (Trent): (F Den S F Nth), (F Nth S F Den) r-???, F Lon S F Lpl-Wal, (F Lpl-Wal), (A Yor-Lpl).

**FRANCE** (Gardner): (A Pic-Wal), F ENG C A Pic-Wal, F Irt S A Pic-Wal, A Bur S GER A Bel, A Mar H.

**GERMANY** (Boyum): F Hel S F Hol-Nth, A Bel-Rub, A Mun-Sil, F Hol-Nth, (A Kie-Den).

**ITALY** (Anderson): A Ven H, (A Gre-Bul), F Arg S A Gre-Bul, F Ioa C A Nap-Alb, A Nap-Alb.

**RUSSIA** (Ja Kanne): A Rum S A Sev, A Vie S A Gal-Boh, F Swe-Bal, A Gal-Boh, A Sev S A Rum, A War-Pru, A Mos-War.

**TURKEY** (Fryling): F Con S F Bla-Bul, (F Bla-Bul), A Arm-Smy.

Orders in brackets fail, oth = off the board, r-??? = unit retreats to ???.

English F NTH must retreat oth or to BEL, EDI, NRG, NWY, or SKA.

Due next time are orders for the retreats and for Fall 1903 and Press. Mr Nar craves Press!

### EMBASSY BEAT

England - France: I still hold out a hand of friendship.

England - Germany: Yes. I do indeed have emotional problems. I'm overcoming mine... are you?

England - Italy: Little help here...

England - Russia: Many thanks. I hope I can continue to prove my integrity to you.

Moscow: The Tsar Kan in his address to the people of Russia today commended the good work of the armed forces in dealing with the troubles on the borderlands. He acknowledged that we have been helped by the non-aggression treaty with England to the North and that the forces to the south have benefited from the uncoordinated defenses put up by the rebel forces in the area.

On a sad note the Black Sea fleet after bringing in good catches of fish was accidentally destroyed by the live fire exercises of the Turkish forces in the area. While we do like our caviar the good fishing has attracted so many vessels to the area that we propose a no-fishing hiatus, so that the poor sturgeon can replenish the waters of the Black. Therefore the Black Sea fleet is not being rebuilt in Sevastopol and we ask that other fleets make their way out into the Mediterranean where it is rumored the fishing is much better.

The Balkan area has become much too crowded to be a friendly place for the Tsar to vacation, he would welcome a quick resolution of the difficulties in the area to the joint benefit of the powers that be. He doesn't want to be the policeman for the area and so will stand back in hopes that other powers will find it in their interest to find peaceful solutions to these problems.

Overheard in the Sultan's Palace: "Rats! The winds changed again! One of these days I'm going to have to invest in those steamship thingy's instead of using sail. Who are we fighting now?"

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## BALKAN WARS VI

### Rumania & Turkey Romp!

#### Fall 1913

1998f  
pb08

**ERRATA:** MON and VAL are not adjacent so both Serbian supports fail. Albanian A Tir-Mon thus succeeds and Serbian A MON must retreat oth or to HER or MTJ.

**CLIFFHANGER:** Bulgaria has joined Serbia on the "endangered countries" list with Albania still clinging to "threatened" status. Big winners this year were Rumania and Turkey whose recent press would seem to indicate an alliance. Greece here is the pivot. The Turks have been snatching Greek centers with abandon, so the Greeks need to make peace (or to quickly consume) the endangered and begin a counterattack against the Turkish raids while containing Rumanian expansion and preferably diverting it towards the riches of Anatolia. Is King Ron up to the challenge?

#### TROOP MOVEMENTS

Bulgarian A SOF retreats to PLO. Serbian A MON retreats oth.

**ALBANIA** (McCabe): A Nis S A Mon-Tir, A Mon-Tir, A Bos H;

**BULGARIA** (Anderson): 1A Sal S A SER A Val-SkoInso, r-???, F Tir S A Sal, F SBS C A Var-Izm, [A Plo-Sof], [A Var-Izm]r-???

**GREECE** (R. Fisher): F Cor-Spa, A Sko S A Ath-Sal, F Tri-Apu, F NAS-Tri, A Ath-Sal, A Epi S A Ath-Sal;

**RUMANIA** (K. Wilson): A Dub-Var, [F NBS-Izm], A Buc S A Sof, A Bel S A Cro, A Cro S A Bel, 1A Sof S A Dub-Var;

**SERBIA** (Gardner): A Val H;

**TURKEY** (B. Wilson): F Cone S RUM A Dub-Var, 1A Smy-Izm], F Cye-Cre, F Aeg S F Cone, F SMS-Mal.

Orders in brackets fail; amb = ambiguous order; d = unit destroyed due to lack of valid retreat; imp = impossible; nrr = no retreat received; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otn = unit on the move; lu) = unit unordered.

Bulgarian A SAL must retreat oth or to MAC; A VAR must retreat oth or to ARD or KOL.

#### SUPPLY CENTER CHART:

ALB: Bos Nis Tir	(3) Even
BUL: Plo -Sof -Var Tir -Sal	(2) Tear 3 *
GRE: Ath Spa -Cre -Mal Sko Tri +Sal	(5) Tear 1
RUM: Buc Cons Gal Bel Dub Clu +Sof +Var	(8) Build 2
SER: Mon Val	(2) Build 1
TUR: Izm Smy Cyp Cone Rho +Cre +Mal	(7) Build 2

\* If either Bulgarian A SAL or A VAR r-oth, then tear 2; if both r-oth, then tear 1.

Due next time are orders for the retreats, builds/tears and for Spring 1914.

#### PRESS:

Greece to Turkey-Hey, hoe are all these fleets gonna help kill Bulgar? Especially the one in Southern Med? Whats going on here? Do I smell a rat? Am I asking the wrong one? Is anybody out there?

T-R: Taken care of.

T-GM: Friends! Otherwise it is Se Genny-Genny-Genny!



# KREMLIN

## Purges Fail

### Aparatschik Joins Lenin & Marx



#### THE CAST:

R. Fisher (The Republican Electrate for Kriminally Idealistic Entropy Socialists: TREKIES)  
 Anderson (Bipartisan Organization for Responsible Government: BORG)  
 Scott (The California Connection: TCC)  
 Butitta (The Party Knows Best: TPKB)  
 K. Wilson (October Revolution Reformer Party: ORRP)  
 Zodda (Revolutionary Zealots: RZ)

#### POLITBURO:

Party Chief:	Aparatschik (A: 80, +)	10 (TREK), 8 (BORG)
KGB Head:	Karrienko (N: 63)	10 (BORG)
Foreign Minister:	Nogoodnik (V: 55)	3 (TREK), 2 BORG
Defense Minister:	Eatstumuch (M: 64, s)	5 (TREK)
Ideology Chief:	Nikotin (R: 59)	5 (TREK)
Industry Minister:	Shootemdedsky (H: 69, s)	
Economy Minister:	Wasolin (Z: 50, w)	
Sports Minister:	Badenuff (X: 53, a)	

#### CANDIDATES: CDKLS

PEOPLE: BEFGJOPQTUWY

- 1.1 CURE PHASE:** Aparatschik (A) does not take the cure so ages 2 SP to 82. Wasolin (Z) is weak in his job, so ages 1 SP to 51.  
**1.2 PURGE PHASE:** Karrienko (N) fails (4) to purge Candidate Boredemtdedev (K) so ages 3 SP to 66  
**1.3 SPY PHASE:** Eatstumuch opens investigations on Shootemdedsky (H) and Wasolin Z, then condemns Gofebrook (+4 SP to 68).

#### 1.4 HEALTH PHASE:

Party Chief Aparatschik (A) tries to climb "5" flights of stairs and dies.  
 KGB Head Karrienko (N) exercises "15" minutes daily. Remains healthy.  
 Foreign Minister Nogoodnik (V) gets only "2" hours of sleep a night. Becomes ill (+).  
 Defense Minister Eatstumuch (M) runs "11" km a day. Remains healthy.  
 Ideology Chief Nikotin (R) takes an "11" day vacation. Remains healthy.  
 Industry Minister Shootemdedsky (H) smokes "8" packs of cigarettes a day. Grows sick (+).  
 Economy Minister Wasolin (Z) notices "1" KGB man following him. Becomes ill (++)  
 Sports Minister Badenuff (X) swims "8" laps each morning. Remains healthy.

Due next: Orders for the Funeral Commission through Parade Phases. Foreign Minister Nogoodnik must nominate either Karrienko or Eatstumuch to be Party Chief and supply a back-up nomination. Please send da/nyet votes by each politician you hope to control for each member of the Politburo in case the first motion fails. Orders for Replacement and Rehab Phases may be conditional.

#### Your Cards:

#### POLITBURO:

Party Chief:	<VACANT>	
KGB Head:	Karrienko (N: 66)	10 (BORG)
Foreign Minister:	Nogoodnik (V: 55, ++)	3 (TREK), 2 BORG
Defense Minister:	Eatstumuch (M: 68, s)	5 (TREK)
Ideology Chief:	Nikotin (R: 59)	5 (TREK)
Industry Minister:	Shootemdedsky (H: 69, s, 2, +)	
Economy Minister:	Wasolin (Z: 51, w, 7, ++)	
Sports Minister:	Badenuff (X: 53, s)	

#### CANDIDATES: DKLS( )

KREMLIN WALL: A

PEOPLE: BEFGJOPQTUWY

SIBERIA: C

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**ERRATA:** L doesn't have Renaissance (Q) so can't move up in the Expansion Phase. The result is that the dice rolls shift so that V (#3) gets the 5,1,5; 6,5,6; 2,5,2 (so takes Nur from P) and L gets the 5,3,5; 1,2,1; 6,3,6; 3,2,3 (and fails to take Val).

I misread the effects of the "Long Bow" card too. Net is that L gets another shot at Val (1, 1,5,2) which fails and that last 1t doesn't go to Tre.

Income is now V (12C) \$75, B (14C) \$85, P & L (5C) \$90. B earns \$4 (not \$64) in interest. The shortages are of grain and cloth, neither of which have a majority holder, so B & P each lose the bonus card (shuffled back into the deck).

### THE CAST (in tie-break order)

LONDON (Farrow): 884, 5K, 90M, 15C, ON-2  
 BARCELONA (Frueh): 893, 2K, 100M, 14C, ON-1  
 GENOA (Hanna): 850, 6K, 250M, 7C  
 VENICE (J Bargender): 8112, 2K, 100M, 12C, Gal-2  
 PARIS (McCabe): 895, 4K, 300M, 15C, SV-10

ADV: A,B,D-F,I,J,N-P,R-X  
 ADV: A,B,D-F,I-P,R-T,V,X  
 ADV: A,B,E,F,I,N-P,R,V,W  
 ADV: A,B,E,F,I-K,N,O,R,V,W  
 ADV: A,E-H,N,O,S

There are shortages of Grain and Cloth.

### TURN 8: TOKEN PURCHASE PHASE

Genoa buys 2t. London buys 6t. Paris buys 8t. Barcelona buys 22t. Venice buys 25t. Genoa declines to relieve shortages.

### TURN 9: CARD PLAY PHASE

Genoa (2t) plays "Cloth" with Shortage (P,G&V +\$45, B +\$20). Shortage relieved.  
 London (6t) plays "Enlightened Ruler", "Mysticism Abounds" (ML move to B = 125M, G = 350M, L = immune due to "Enlightened Leader") 90M, P = 450M, V = 150M), "Alchemist's Gold" on Barcelona (half of \$71 lost), "Silk" (L +\$200, B +\$8), and "Majid" (1st Leader, \$20 rebate).  
 Paris (8t) plays Cloth/Wine, using "Cloth" (P,G&V +\$20, B +\$5).  
 Barcelona (22t) & Venice (25t) play no card.

**DUE NEXT:** Turn 9.4 (Purchase Phase), Turn 9.5 (Expansion Phase) and 10.2 (Buy Card).

### STATUS

GENOA (Hanna): 8113, 4K, 300M, 7C  
 LONDON (Farrow): 8298, 0K, 90M, 16C, ON-2  
 PARIS (McCabe): 8152, 4K, 300M, 16C, ON-1  
 BARCELONA (Frueh): 865, 2K, 100M, 13C, ON-1  
 VENICE (J Bargender): 8142, 2K, 100M, 11C, Gal-2

ADV: A,B,E,F,I,N-P,R,V,W  
 ADV: A,B,D-F,I,J,N-P,R-X  
 ADV: A,E-H,N,O,S  
 ADV: A,B,D-F,I-P,R-T,V,X  
 ADV: A,B,E,F,I-K,N,O,R,V,W

### ACR?

B: C @ Alg, Ang, BAR, Cre, Fez, Ice, Ind, Lis, Sic, Tol, Tun, Val, Waf, Wat; IT @ Barca, Lib, Ora, Pal  
 G: C @ Flo, GEN, Mar, Mon, Nap, Rom, Str; IT @ Bari  
 L: C @ Acr, Alep, Alex, Ber, Cal, Chi, Cyp, Edi, Ein, Erz, LON, Por, Salo, Sue, Yor; IT @ Arm, Con, Corn, Jer, Lev, Tre, Wal  
 P: C @ Basl, Basq, Bor, Bri, Che, Col, Dlj, Gra, Lyo, PAR, Pot, Sev, Smy, StM, Tri; IT @ Tou  
 V: C @ Bel, Bud, Dub, Kle, Mil, Pra, Sar, Tan, Var, VEN, Vie; 2T @ Con, Tre; IT @ Abs, Ath, Bre, Corf, Dur, Ess, Gal, Kaf, Salz, StG.

Your cards (Karten) are:

**LEGEND:** B = BAR, C = colored circle, c = white circle, G = GEN, Gal = galley, K = cards, L = LON, M = misery level, ON = ocean nav, P = PAR, SV = seaworthy vessel, T = colored token, t = white token, V = VEN.

**Player Holdings** (in Capitol Choice order):

VENICE (Bargender) \$139, 5K, 80M, 13C, SV-10  
 BARCELONA (Hanna) \$113, 7K, 175M, 13C, OC-1  
 PARIS (McCabe) \$151, 2K, 300M, 8C, OC-1  
 HAMBURG (Copeland) \$287, 2K, 70M, 18C, OC-2  
 LONDON (Bolduc) \$107, 5K, 200M, 15C, OC-3  
 GENOA <Out of Game>

ADV: A-F,H-L,N-P,R,S,V-X  
 ADV: A,F,I,N,O,R-V  
 ADV: A,B,E-L,N,O,R-T  
 ADV: A-P,R-X  
 ADV: A,B,E,F,H-J,N,O,R-V,X

**Token Allocation:**

BAR 4t, PAR 5t, LON 18t, VEN 24t & HAM 33t  
 BAR passes on shortage removal of Wine and Fur

**Card Play Phase:**

BAR: Play "Leonardo da Vinci" - 1st Leader - immune to patronage, play "Marco Polo" - place \$15 for patronage protection (gain \$40 for owning "O" & "R", play "Timber" - +\$3 to PAR & LON, +\$12 HAM, +\$48 to BAR, and play "Timber" - +\$3 to PAR & LON, +\$12 HAM, +\$48 to BAR  
 PAR: Play "Oldenburg" - no patronage protection  
 LON: Play "Stone" - +\$4 HAM & PAR & +\$8 VEN, play "Fur" (fulfill shortage) - +\$28 VEN, +\$63 LON & +\$112 HAM  
 VEN: Play "Andreas Vesalius" - no patronage protection - gain \$40 for owning "B", "D" & "O", play "Cloth" - +\$5 BAR, +\$45 to HAM & VEN, and play "Metal" - +\$6 BAR, +\$24 LON & VEN, and +\$54 HAM  
 HAM: Play "Gold/Ivory" as payout for gold - +\$10 PAR, +\$40 LON & +\$90 HAM, play "Wine" (fulfill shortage) - +\$20 PAR, +\$45 HAM & +\$80 BAR, and play "Civil War" on VEN - VEN must either lose 12 tokens or \$58 (half of last cash), VEN will go last during the expansion phase and gains one misery level

**Mapboard:** (C = City or Domination Marker, t = Token)

VEN: C @ Basel, Belgrade, Budapest, Dijon, Florence, Lyons, Milan, Nuremberg, Rome, Salonika, Sicily, Venice & Vienna; 1t @ Athens, Bari, Cagliari, Corfu & Durazzo.  
 BAR: C @ Algiers, Angora, Barcelona, Basque, Constantinople, Crete, Dubrovnik, Fez, Lisbon, Peti, Seville, Riga, Toledo, Tunis & West Africa; 1t @ Leon, Oran, Palma & Toulouse  
 PAR: C @ Bordeaux, Montpellier, St. Malo, Sarai, Strassburg & Trebizond; 1t @ Bruges, 2t @ Paris  
 HAM: C @ Acre, Aleppo, Cologne, Cyprus, Danzig, East India, Erzerum, Granada, Hamburg, Iceland, Kiev, Lubeck, North America, Novgorod, Prague, Stockholm, Suez & Valencia; 1t @ Copenhagen, Steffin & Smolensk  
 LON: C @ Alexandria, Bergen, Cairo, Chester, China, Edinburgh, India, London, Portsmouth, South America, Tana, Tripoli, Varna, Waterford & York; 1t @ Cornwall, Gallipoli, Jerusalem, Kaffa, Kamishli, Konigsberg, Levant, Libya, Shetlands & Wales  
 GEN: C @ Genoa, Marseilles, Naples & Smyrna

**Player Holdings** (in Capitol Choice order):

VENICE (Bargender) \$2617, 2K, 90M, 13C, 24t SV-10  
 BARCELONA (Hanna) \$321, 3K, 175M, 13C, 4t OC-1  
 PARIS (McCabe) \$186, 1K, 300M, 8C, 5t OC-1  
 HAMBURG (Copeland) \$618, 0K, 70M, 18C, 33t OC-2  
 LONDON (Bolduc) \$222, 3K, 200M, 15C, 18t OC-3  
 GENOA <Out of Game>

ADV: A-F,H-L,N-R,S,V-X  
 ADV: A,F,I,N,O,R-V  
 ADV: A,B,E-L,N,O,R-T  
 ADV: A-P,R-X  
 ADV: A,B,E,F,H-J,N,O,R-V,X

LEGEND: B = BAR, C = colored circle, G = GEN, Gal = galley, K = cards, L = LON, M = misery level, OC = ocean going, P = PAR, SV = seaworthy vessel, t = colored token, V = VEN.

Orders due next are for Purchase and Expansion phases. VEN must decide lose cash or tokens. Conditional orders and/or general intentions are highly encouraged.



# WINE IS FINE

OR 5.2

!



**ERRATA:** Farrow should have \$11 additional (B&O dividend)

It had been proposed that the game be conceded to Zieske. The proposal failed.

## Individual Assets at END of Operating Round 5.1

	Cash	Certificates(limit = 11)
D. Farrow*	64	6 Erie (prez); B&O
P. Zieske	4	5 NYNH&H(prez); 6 NYC(prez)
J. Butitta	74	5 B&O(prez); 6 B&M(prez)
J. Ringhoffer	54	2 C&O; PRR; 2 CP(prez)
R. Fisher	16	3 B&O; 7 PRR(prez)
C. Hanna	51	6 C&O(prez); 2 NYNH&H; B&O; NYC; B&M

\*Priority

## CORPORATION STATUS AT END OF OPERATING ROUND 5.1

	Prez	Value	PAR	Pool	IO	CASH	TRAINS	TOKENS	Location
B&O	JB	D120	-	0	0	117	4	1	I15, J14
Erie	DF	B100	90	0	4	120	4.5	2	E11s
NYNH&H	PZ	E90	-	3	0	230	4	0	G19n, F22
NYC	PZ	B82a	90	0	3	0	5.5	3	E19
B&M	JB	B82b	90	0	3	230	6	0	E23, G19n
C&O	CH	E67	82	1	1	340	4	2	F6, H10
PRR	RF	K10br	67	0	2	0	6	2	H12, H10
CP	JR	B90	90	0	8	not floated			

## OPERATING ROUND #5.2

**B&O** (jb): Upgrades H18 with #68nw Plays token in G19s (100); Runs G19, H18, I15, J14 (210) & pays dividend Price goes to D130. DF + 21; JB + 105; RF + 63; CH + 21; no train purchase. Treasury = 117-100 = 17

**Erie** (df): Upgrade E11 with #64sw. Run E11-F10-H10 (90); pays dividend Price goes to B112. DF + 54; no train purchase. Treasury = 120

**NYNH&H** (pz): Upgrades E23 with #61sw. Runs: G19-F20-F22-E23(180); Pays: Price goes to E100 PZ + 90; CH + 36; RR + 54. Train purchase, #5 from NYC for 284. Treasury = 230 + 54 - 284 = 0

**NYC** (pz): Upgrade E19 with #14 sw. Runs: E19 - G19n (110); Pays Dividend Price to B90a PZ + 66; CH + 11; no train purchase. Treasury = 0 + 284 = 284

**B&M** (jb): Upgrade E19 with #63. Runs E19, G19, F20, F22, F24, E23 (230); Pays dividend; price to B90b. JB + 138; CH + 23; buy 4-train purchase from B&O for \$1. Treasury = 229

**C&O** (ch): Upgrades H10 with #63. Run F6-H15(130); withhold dividends; Price falls to E62. No Train Purchase. Treasury = 330 + 130 = 460

**PRR** (rf): Plays #57 in H16e. Runs E11, F10, H10, H12, I15(160) Pays dividends price to K20br; Treasury = 0; RF + 112; JR + 16.

**CP** (jr): not floated



## Individual Assets at E N D of Operating Round #5.2

	Cash	Certificates(limit = 11)		
D. Farrow*	139	6 Erie (prez); B&O	(6)	(\$941)
P. Zieske	160	5 NYNH&H(prez); 6 NYC(prez)	(9)	(\$1200)
J. Butitta	317	5 B&O(prez); 6 B&M(prez)	(9)	(\$1507)
J. Ringhoffer	70	2 C&O; PRR; 2 CP(prez)	(3)	(\$394)
R. Fisher	191	3 B&O; 7 PRR(prez)	(2)	(\$721)
C. Hanna	142	6 C&O(prez); 2 NYNH&H; B&O; NYC; B&M	(9)	(\$882)

\*Priority

## CORPORATION STATUS at E N D of Operating Round #5.2

	Prez	Value	PAR	Pool	IO	CASH	TRAINS	TOKENS	Location
B&O	JB	D130	-	0	0	18	--	0	H15, J14, G19s
Erie	DF	B112	90	0	4	120	4,5	2	E11s
NYNH&H	PZ	E100	-	3	0	0	4,5	0	G19n, F22
NYC	PZ	B90a	90	0	3	284	5	3	E19
B&M	JB	B90b	90	0	3	229	4,6	0	E23, G19n
C&O	CH	E62	82	1	1	170	4	2	F6, H10
PRR	RF	K20br	67	0	2	0	6	2	H12, H10
CP	JR	B90	90	0	8		not floated		

Bank Balance = 9863

TRAINS Available - 6 DDDDDD USING OPTIONAL 6

T I L E S A V A I L A B L E (Special Note Tiles #8 &amp; #9 are unlimited)

Yellow: #1(0), #2(0), #4(1), #7(3), #57(3)

Green: #14(2), #15(0), #24(2), #25(0), #28(0), #53(0), #54(0), #59(2)

Brown: #45(1), #61(1), #62(0), #63(1), #64(0), #68(0)

all others available

NOTE to All: The #45 tile played in H16 is shown correctly. For those players not aware of the fact there are two #45 tiles in the game, BUT, one of the tiles has the location of the number incorrect. The #45 on the tile should show at the point of the right hand turnout. Hope this clarifies for those players who questioned the placement in H16. dgc

Request SR #6. CP remains unfloated - JR currently has president certificate. Also WATCH Certificate limits. Ringhoffer please use snail mail early to Asheville address  
USE E-MAIL: wu9t@we1.com

## GM Comments

I have shown current total value of assets to right of each individual information. I felt that the vote for ending the game was premature, as anything can happen. I guess the players have the prerogative of ending the game at any time. When we end f to f games early, we determine the winner by most total assets.

However, this does afford me an opportunity to get on the soap box. I have not been happy with the participation by some of the players in this game. I liken an agreement to play - as a contract with all the other players (and GM too) that you will play your best game, be prompt with your orders and stick with the game to the end. [I am sure there are other criteria]. We are all aware that pbn games take several months (years) resulting with considerable amount of time and effort invested by players, gm, and zine editor. You owe it to all to full fill your contract. Thank you dgc.

MAP ON p13



# SILVERTON

HOLIDAY NMR!

Turns 3b/4a



Farrow declines #1. Wordelmann declines #30. Chinnery buys #7 (-\$1600).

## PLAYER STATUS

- #1. Farrow: \$2400, S+1, P, #6(1 Au)  
 #2. Zieske: \$3500, S, P+1, A2, A3  
 #3. Chinnery: \$1400, S+1, P, #28(1 Ag), #7  
 #4. M. Fisher: \$3350, S, P+1, #43, A5, #47  
 #5. Holliday: \$2200, S+1, P, #35(4L)  
 #6. Wordelmann: \$1900, S, P+1, #37(4L)

## AVAILABLE CLAIMS:

- |                                 |  |
|---------------------------------|--|
| #1 Bingham (Au, \$1000/\$300)   | #9 Silverton (Au, \$800/\$250)         |
| #26 Silverton (Ag, \$500/\$250) | #30 Steamboat Springs (L, \$400/\$200) |
| #34 Dolores (L, \$700/\$200)    | #54 Bowie (C, \$400/\$200)             |
| PAX A1, A4, A6, B9, B12         | The Deck                               |

## TURN 3B/4A ACTION

- #1 (Farrow): Operate #6 Georgetown (-\$150: 11 = 1 Au). Prospect the Deck (#23).  
 #2 (Zieske): Operate A2 (+\$250) & A3(+\$400). Survey Denver toward Hot Sulfur Springs (-\$600). Prospect A1 (-\$225).  
 #3 (Chinnery): Operate #7 (-\$400: 2+6 = 8: 0.5 Au). Survey north towards Leadville (-\$300). Prospect Deck (#59).  
 #4 (M. Fisher): Operate A5 (+\$100). Survey SLC to Bingham (-\$600). Prospect #1 (-\$1000).  
 #5 (Holliday): NMR!  
 #6 (Wordelmann): Operate #37 (-\$100: 5 = D). Survey Walsenberg to Pueblo (-700). Prospect Deck (#62).

## DISPUTES: None

## THE MARKETS (Turn 3):

Au: 6+(0x1) = -1 -> 5000	Denver Ag: 10+(0x2)-1 = -1 -> 2000
SLC Ag: 4+(0x2) = nc -> 2400	Denver L: 9+0-1 = -1 -> 400
SLC L: 5+0-1 = +1 -> 800	Pueblo L: 4+0-1 = +2 -> 500
SFL: 10+0-1 = -1 -> 200	Denver C: 7+(0/2)-1 = nc -> 300
SLC C: 7+(0/2)-1 = nc -> 300	Pueblo C: 10+(0/2)-1 = -1 -> 150
SFC: 6+(0/2)-1 = +1 -> 300	

## PLAYER STATUS

- #1. Farrow: \$2250, S+1, P, #6(2 Au), #23?  
 #2. Zieske: \$3255, S, P+1, A1, A2, A3  
 #3. Chinnery: \$700, S+1, P, #28(1 Ag), #7(0.5 Au), #59?  
 #4. M. Fisher: \$1850, S, P+1, #43, A5, #47, #1  
 #5. Holliday: \$2200, S+1, P, #35(4L)  
 #6. Wordelmann: \$1100, S, P+1, #37(4L, D), #62?

## AVAILABLE CLAIMS:

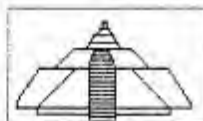
- |                                |                                  |
|--------------------------------|----------------------------------|
| #9 Silverton (Au, \$800/\$250) | #22 Telluride (Ag, \$800/\$200)  |
| #23? Ouray (Ag, \$500/\$200)   | #26 Silverton (Ag, \$500/\$250)  |
| #34 Dolores (L, \$700/\$200)   | #35(?) Dolores (L, \$300, \$200) |
| #47 Sunnyside (C, \$500/\$100) | #54 Bowie (C, \$400/\$200)       |
| #59? Durango (C, \$400/\$100)  | #62? Canon City (C, \$200/\$100) |





# ADVANCED CIVILIZATION

Some Trade  
Few Calamities!  
Turns 28.9b-28.18



TURN XX

## 20.9: TRADING:

Assyria trades Silver, Grain, & \_\_\_\_\_ to Africa for 2 Ochre, \_\_\_\_\_, & \_\_\_\_\_.  
Crete trades Grain, Timber & \_\_\_\_\_ to Africa for Bronze, Papyrus and \_\_\_\_\_.  
Thrace trades 2 Timber & \_\_\_\_\_ to Africa for 2 Cloth and \_\_\_\_\_.  
Babylon trades Iron, Salt & \_\_\_\_\_ to Crete for Papyrus, Silver, & \_\_\_\_\_.

## 20.10: CALAMITY RESOLUTION:

Trenchery: Thrace reduces Moesia.  
Earthquake: Iberia destroys Massilia.  
Slave Revolt: Iberia reduces Narbo.

Due next time are your orders for buying CIV Cards through Tradetbuy gold.

## THE BOARD

AFRICA (McCabe): C @ Cirta, Cyrene, Corduba, Palermo, Tarentum, Tripoli; 2S @ Ebusus; 4T @ U Egypt; 2T @ Numidia, Siwa, Thapsus, W Mauritania; 1T @ E Mauritania, Libya, N Africa, Sahara, Subrata, Tripolitania, Tunisia. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC, DRAMA & POETRY, ASTRONOMY, METALWORKING, DEISM.

ASSYRIA (Scott): C @ Ankara, Antioch, Gordium, Media, Nineveh, Sinope; 1S @ Cyprus; 3T @ Armenia; 2T @ Assyria, Bithynia, Cyprus, L Armenia, Mikop, Van; 1T @ Cappadocia, Caucasus, Lycia, Kuban, Nalchik. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY, COINAGE, MUSIC, POTTERY.

BABYLON (Anderson): C @ Aleppo, Arabia, Babylon, Carthae, Jericho, Mari, Parthia, Susa; 4T @ Babylonia; 3T @ Charax, Mesopotamia, Phoenicia; 2T @ Tyre; 1T @ Sumeria. COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, ENLIGHTENMENT, MEDICINE, LITERACY, LAW, ASTRONOMY.

CRETE (Webb): C @ Apollonia, Argos, Athens, Corinth, Eritrea, Miletus, Sparta; 1S @ Miletus, Delphi, Knossos; 2T @ Knossos, Phaeos, Rhodes, Thessaly, Chalcis; 1T @ Delphi, Epitrus, Itaca, Macedonia, Thera. METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING, ARCHITECTURE, ENGINEERING.

EGYPT (Ringhofer): 1C @ Buhen; 4T @ Alexandria, Memphis; 3T @ Sardes, W Desert; 2T @ Caralis, Corsica, E Desert, Gaza, Petra, Ptolemais, Sinai; 1T @ Fayum. MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE, ENGINEERING, POTTERY.

IBERIA (Farrow): C @ Rome, Sardinia; 2S @ Ebusus; 1S @ Narbo, Jerusalem; 2T @ Cilicia, Galatia, Jerusalem, Narbo; 1T @ Baetica, Ebusus, Hispania, Iberus, Lusitania, N Carthage, Pyrenees, Terraconensis, Tyre. CLOTHMAKING, POTTERY, MYSTICISM, MUSIC, METALWORKING.

ILLYRIA (Jo Kanne): 1C @ Neapolis; 1S @ Lugdunensis, Syracuse; 3T @ Belgica, Germany, L Germany, Pannonia; 2T @ Aquitania, Etruria, Londinium, Milazzo, Rubicon; 1T @ Britannia, Campania, Cisalpinia, Gaul, Lugdunensis, Pyrenees, Rhætia, Rhine, Samnium, Syracuse. DRAMA & POETRY, POTTERY, CLOTHMAKING, MUSIC, MYSTICISM.

PIRATES (Nar): C @ Carthage, Salamis; 3T @ Thebes.

THRACE (Zieske): C @ Byzantium, Scythia, Thessalonica, Troy, Tyras; 1S @ Byzantium, Crimea, Lesbos; 4T @ Danubia, Moesia; 3T @ Dacia, Ionia; 2T @ Crimea, Thrace; 1T @ Lemnos, Lesbos, Sudeten. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING, MUSIC.

## YOUR CARDS:

**"Boris XII" (continued from p 3)****BORIS World Press Review**

*London Times* (Editorial): Perfidy abounds! Englishmen, Scotsmen, watch yourselves. The Continental Situation does not seem to have room for itself upon the Continent and is spilling over the Channel. His Majesty, King Christopher, has asked his Anglican followers to pray for the sovereignty of the British Isles. He has also asked both houses of parliament to make contact with their counterparts in Paris and Berlin. Meanwhile, in a general public address, he had this to say: "Fellow Britons, we are at a pivotal point in our history. The valiant gentlemen of Russia seem to be ready to help us defend our freedom. Say a prayer tonight for their strength and ability." This reporter holds a cautious but all too desperate faith.

**"KREMLIN" (continued from p 5)**

*PRAVDA* (The Truth): The Defense Ministry has established that Comrades Shootemdedsky and Wasolin are conspiring along with others, to undermine the effectiveness of our newest weapon system (which is too secret to mention here) and may be trying to pass state secrets to our enemies and are under investigation. Comrade Gofertbrok has been sent to Siberia because he smells.

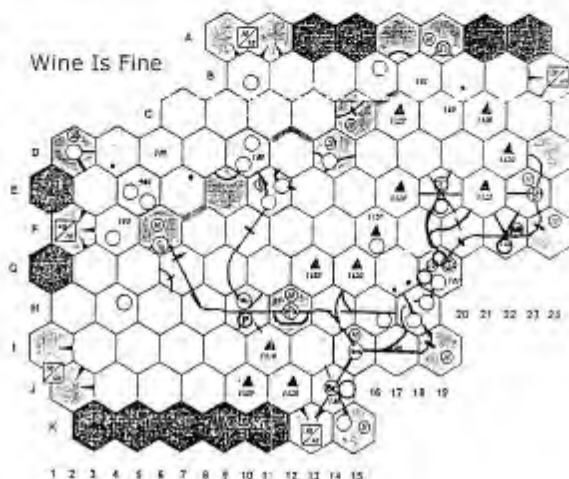
Due next time: Your Year 1, Replacement through Parade Phases.

**"MAGIC REALM" (continued from p 14)**

Due next time, Combat and Spells for Day 15 and orders for Day 16.

**BOARD NOTES:** The Inn and two horses are at BV4. The Patrol & Chapel are at EV5. The ghosts are at DV5. The House is at CV4. The Guard are at AV5. The Lost Castle is at DW1. The Hoard & TF dragon are at DW6. The Lair, the 1 dragon, Xyla & Fern w/ the Flowers of Rest (GOLD) are at DW3. The Shrine and the Crypt of the Knight are at Mt4. The Cairns are at L5. The Pool is at HP6.

**DEAD PICE:** 3 bats, 3 H spiders, 2 giants, 1 F demon, 4 Soldiers, 8 Rogues, 1 H dragon, 2 T F dragons.





# MAGIC REALM

Buster Boggs Tucks, Buz...  
Snake!



## THE CAST:

Dave Anderson: Buster the Berserker  
John Butitta: Rosalinda Irontoes the Amazon  
Don Chinnery: Whatever the Sorcerer  
Dan Farrow: Sir Guler the White Knight  
Phil McCabe: Connor Jr the Dwarf

## EVENING 13

## MONSTER ROLL + 1

**Mt4:** Raoul (R5) lures one H dragon while Ralph (R7) lures the other. Buster plays his **BERSERK T4\*\*** chit to go berserk. Raoul smashes M3\*/ducks 4 and Roger swings M3\* while the dragon smashes L4/ducks 3--result both Raoul and the dragon hit, but neither kills. Meanwhile Ralph thrusts L3\*/charges 4 while Buster smashes **FIGHT H6** with his unalerted H\* great axe, while the dragon swings H4/dodges 4--Ralph's attack hits but bounces harmlessly off. The Rogues realize they can't kill the dragons--it's up to Buster, who fatigues a **FIGHT T6\***, and his now alerted great axe (H\*4).

The humans repeat their tactics. This time the first smashes L4/ducks 3 while the second thrusts H4/charges 4, killing Ralph.

Roger replaces the fallen Ralph. Raoul smashes M3\*/ducks 4 while the dragon smashes L4/ducks 3--no effect. Roger thrusts L3\*/charges 4, Buster smashes H\*4, and the dragon thrusts H4/charges 4, killing Roger.

Raoul and his dragon repeat. Buster smashes H4\* using his **FIGHT H5** chit while ducking H4\*\* and the dragon thrusts L4/charges 3. Both miss and Buster fatigues his **MOVE H5\*** chit.

Raoul and Buster repeat. The first dragon smashes L4/3 the other swings L4/dodges 3. All miss, Buster fatigues a **MOVE H4\*\***, recovering the **MOVE H5\*** as change.

Raoul and Buster repeat. The first dragon swings L4/dodges 3 while the second thrusts L4/charges 3. All miss. Buster fatigues the **MOVE H5\*** chit.

Humans repeat. The first dragon smashes L4/ducks 3 while the second thrusts L4/charges 3. No effect. Buster fatigues his **MOVE T6\*** chit.

Humans repeat. First dragon thrusts L4/charges 3 while the second smashes L4/ducks 3 and is killed. Buster's axe becomes unalerted and he fatigues his **MOVE H4\*\*** chit, recovering the **MOVE H5\***.

Raoul repeats and Buster swings H\*6 at the remaining dragon; the dragon smashes H4/ducks 4, killing Raoul. Buster's axe alerts.

Buster smashes H4\* using his **FIGHT T5** chit; he doesn't play a **MOVE** chit since the dragon is faster than his best remaining **MOVE**. The dragon smashes L4/ducks 3 and is killed. Buster earns 15 F & N, but loses 6N for his dead Rogues.

**HP6:** The H dragon thrusts H4/charges 4 while Connor smashes H\*6 using his **FIGHT H6** chit with his unalerted H\* great axe while ducking T3\*. Both miss. Connor's axe alerts.

The H dragon thrusts M4/charges 3 while Connor smashes H\*4 using his **FIGHT T6\*** chit with his alerted H\* great axe while ducking T3\*. Both miss. Connor fatigues his **FIGHT H5\*** chit.

The H dragon smashes H4/charges 4 while Connor smashes H\*4 using his **FIGHT H6** chit with his alerted H\* great axe while ducking T3\*. Both attacks match directions at time 4, but Connor's great axe wins due to length. The H dragon is slain and Connor earns 5 F&N.

**DW3:** Recognizing that discretion is the better part of valor, Rosalinda and gang remain hidden.

## DAY 15

## MONSTER ROLL + 2

**Lancers @ BV4:** Follow Rosalinda.

**Sir Guler @ OW4:** M OW2 M HP6. Reveal Smoke C, Pool 6.

**Connor Jr @ HP5:** R/FIGHT H5\*. S/locate: 4 = Locate Chits!. Sir G, spying, also discovers the Pool.

**Whatever @ Inn:** S/Loot: 4,3 = n), S/Loot: 3,2 = L4\*/L5 horse), S/Loot: 5,1 = n), S/Loot: 6,2 = n).

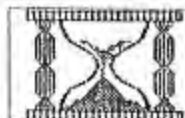
**Rosalinda Irontoes @ DW3:** M DW5, M EV2, H4,1 = y), M EV5, Trade (Sell short swordx3).

thrusting sword, staff, H6\*/H7 horse to Order for 30 gold, T/Buy drinks\* -5 G, deal for Morning star: 6,2 = No deal, T/Buy drinks\* -5 G, deal for Morning star: 5,3 = x4 = 32 G).

**Buster @ R5-7 @ Mt4:** H16,3 = n), M BL5. Reveal Bones C, Slither 6. Two H serpents appear at BL 6.

**COMBAT:** Spells may be cast. Rosalinda has some Trouble (6,6) with the Otto of the Order who forthwith Challenges (5,3) her. She could also attack the Patrol. Connor and Sir G can fight.

---continued on p 13



# AGAMEMNON

Got a Elite Sweep!



## The Cast:

Azure: David Anderson  
Orange: Phil McCabe

Black: Rudy Zodda  
Purple: Chris Trent

Green: Dan Farrow  
Red: Paul Zieske

Options in Play: Preservation of Culture (colored monuments), Fortresses, US Navy (may place fleet in Atl or Pac, not both), Persistence of Culture (extra event cards)

ERRATA: I (KW) forgot to give Red his 1VP for Law last time. Totals below corrected.

## Board:

**AI:** Pal; **AII:** Dnl, Tur, WSt; **AVII:** Dee, Wln

**BI:** Lev, UN(c,f); **BII:** Yel2,c; **BIII:** Eln, GaD(c,GM), GaV, Irr, Mal, Sze, Tar(BM)

**GI:** CAml(2,C); **GII:** EDe, Yan

**OI:** Cey, EGh, WGH; **OII:** Bal, Dan, MTI(2,c), WAN; **OIII:** Che, GPC(c,BM), Mek, Mon, SsK, Wei(BM)

**PI:** Cre(2,C,f), Pin; **PII:** Dal; **PIII:** EAn, Hin, Lln(OM), LT(c), PPI(OM), PSD, Uln(GM), Zag(C,PM)

**RI:** Ara, Nub; **RII:** Cau, NGa; **RIII:** Alb, CEu(AM), CMA, Hig, Lib, LRh, Mor(c,PM), NAp, Nil(RM), Pyr, SAp(C,RM,Law), Sha(AM), Sib, WGa; **RVI:** UT

**Fleets:** Bls(O), EMS(R), Nth(R), SCS(B), WMS(R)

Score (SP/VP): A(20/61), G(20/47), P(22/43), B(23/61), O(26/53), R(37/60)

## Epoch IV:

Azure keeps, Green keeps, Purple keeps, Black passes to Orange, Orange passes to Black, Red must keep.

WPTAS: No show.

OUTS (R): Play Kingdom in Malay Peninsula (RII): 1A,c,f @ Mal (BII r Irr) Play Elite Troops. Play 1A @ Dan (OI r Bal), 1A @ Dnl (5,6,2:1 -1AII), 1A @ WSt (6,2,1:2 -1AII), 1A @ Tur (6,5,3,5 -1AII), 1A @ Tar (5,4,1:5,5; 6,5,5:4,3 -1BII), 1A @ Hin (6,5,2:4,1 -1PIII), 1A @ Lln (6,2,2:1 -1PIII), 1A @ WDe, 1A @ Uln (6,4,2:3 -1PIII), 1A @ PSD (6,5,3:2 -1PIII). Score: 60 + C1(X2) + c(2) + M2(X2+6) + S(3) + Law(1) + Mid E(P=3) + N Afr(D=4) + China(P=3) + India(D=6) + S Eur(D=6) + N Eur(D=4) + SE Asia(P=2) = 106.

HMS (B): Play 1A @ WSt (RIV r Dnl or Tur)...

## Board:

**AI:** Pal; **AVII:** Dee, Wln

**BI:** Lev, UN(c,f); **BII:** Yel(2,c); **BIII:** Eln, GaD(c,GM), GaV, Irr(2), Sze; **BIV:** WSt...

**GI:** CAml(2,C); **GII:** EDe, Yan

**OI:** Cey, EGh, WGH; **OII:** Bal(2), MTI(2,c), WAN; **OIII:** Che, GPC(c,BM), Mek, Mon, SsK, Wei(BM)

**PI:** Cre(2,C,f), Pin; **PII:** Dal; **PIII:** EAn, LT(c), PPI(OM), Zag(C,PM)

**RI:** Ara, Nub; **RII:** Cau, Mal(c,f), NGa; **RIII:** Alb, CEu(AM), CMA, Hig, Lib, LRh, Mor(c,PM), NAp, Nil(RM), Pyr, SAp(C,RM,Law), Sha(AM), Sib, WGa; **RIV:** Dan, Dnl(?), Hin, Lln(OM), PSD, Tar(BM), Tur(?), Uln(GM), WDe; **RVI:** UT

**Fleets:** Bla (O), EMS(R), Nth(R), SCS(B), WMS(R)

Score (SP/VP): A(20/61), G(20/47), P(22/43), O(26/53), B(37/61+1), R(47/106)

## THE CAST

David Anderson (A)

Don Chinnery (C)

Dan Farrow (F)

Kevin Wilson (W)

**ERRATA:** W gained 2 VP for largest army, now has 7 VP. C has a settlement at b4/b5/c5, now has 6 VP.

## TURNS 15.1-16.1:

**A:** 8. W collects 3 grain from e2. F collects 2 grain from d6. No trades. Build road @ d3/d4 (-1 lumber & brick).

**C:** 10. F collects brick from c5. A & W collect lumber from e3. Trade 3 brick for a grain at port. Buy a card (-1 grain, ore, sheep).

**F:** 10. F collects brick from c5. A & W collect lumber from e3. Trade 3 grain for a lumber at port. Build road e5/f4 (-1 brick & lumber).

**W:** 3. A, C & W collect 1 grain from d3. A & F collect 1 brick from e5. Play "Discovery", take 1 grain & 1 ore. Build city @ e2/e3/f2 (-2 grain, -3 ore, +1 VP).

**A:** 6. C & W collect two and one brick respectively from c3. F collects 1 sheep from f4. No trade. No action.

## STANDING TRADE OFFERS: None.

Player	brick	grain	lumber	ore	sheep	VP	Knights	Cards
Anderson	1	2	4	2	0	2	0	0
Chinnery	2	1	1	0	0	6	0	2 Road
Farrow	3	2	0	0	2	4	0	1
Wilson	2	3	3	0	0	8	3	1 Army

Due next are your orders for Turns 16.2-17.2. Include your trade druthers and what you'll do if a trade is made. A, F & W may need to discard.

## TURNS 16.2-17.2 Rolls:

Chinnery: 4

Farrow: 7

Wilson: 7

Anderson: 7

Chinnery: 11

## LEGEND:

? generic 3-1 port

# dice number

H/b hill hex/brick special port

D desert hex

F/l forest hex/lumber special port

G/g grain hex/grain special port

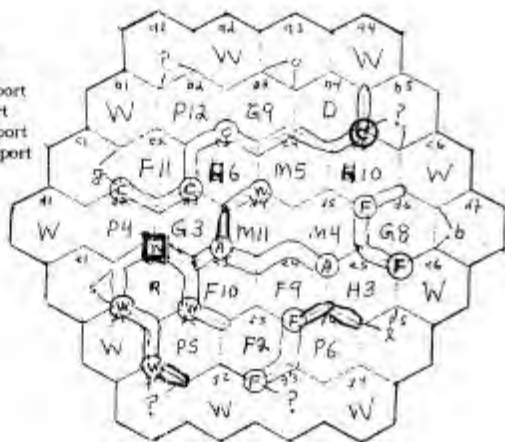
M/o mountain hex/ore special port

P/s pasture hex/sheep special port

R robber

W water tile

## YOUR CARD(S):





## THE CAST

#1: David Anderson (A) #2: Dan Farrow (F) #3: Don Chinnery (C) #4: Paul Zieske (Z)

**ERRATA:** A has a settlement at d1/d2/e1.**Turns 8.3-9.3:**

C: 11. C collects one sheep from b2. Z collects one grain from d4. No trade. Play Knight at d2 and steal grain from A. Buy a card (-grain, ore, sheep) \_\_\_\_\_.

Z: 5. Z collects 3 lumber and F collects 2 lumber from d5. Trade 4 lumber for one brick. Build road d4/d5 (-1 lumber, brick).

A: 9. F and C collect 2 and 1 brick respectively from c5. F collects 1 sheep from e3. Trade 4 lumber for 2 ore at port. Can't build road.

F: 8. A collects lumber from c2. Z collects ore from e5. No trade. Play "Discovery" and get 1 brick &amp; 1 grain. Build road e3/d3 (-1 brick, lumber), settlement e3/d3/e4 (-1 brick, lumber, grain, sheep, +1 VP), and road f2/f3 (-1 brick, lumber).

C: 6. C &amp; Z collect 1 sheep from c4. F collects 1 ore from f2. No trade. Build road b2/c3 (1 brick, lumber).

**STANDING TRADE OFFERS:** None

Player	brick	grain	lumber	ore	sheep	VP	Knights	Cards
Anderson	0	2	1	2	1	5	0	0 Road
Farrow	0	2	1	1	0	4	0	0
Chinnery	0	0	0	1	2	2	2	1
Zieske	0	1	1	2	1	2	2	1

Due next time are orders for Turns 9.4-10.4.

**Rolls for Turns 9.4-10.4:**

Zieske: 9 Anderson: 6 Farrow: 6 Chinnery: 12 Zieske: 7

**LEGEND:**

? generic 3:1 port

H/b hill hex/brick special port

F/l forest hex/lumber special port

M/o mountain hex/ore special port

P/s pasture hex/sheep special port

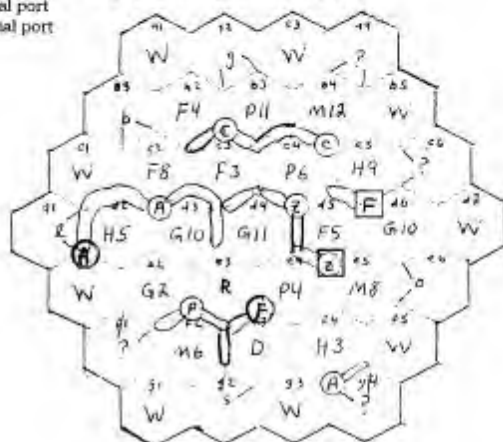
R robber

W water tile

# dice number

D desert hex

G/g grain hex/grain special port

**YOUR CARD:**

## ON DECK

**1830:** Copeland, Watson, ???

**ADV CIV:** McCabe, Anderson, Scott, (Webb); need 4+ more

**AGE OF RENAISSANCE:** Copeland, Watson, Frueh, (Webb)

**AIR BARON:** Copeland, Butitta, Ringhofer, Wordelmann

**BRITANNIA:** Hanna, Boyum, Copeland, Zodda, Anderson

**CIRCUS MAXIMUS:** Copeland

Tourney Rules: Anderson, R Fisher, need 5 more

**CONQUISTADOR:** Copeland, York, Scott

**DIPLOMACY:**

**Regular:** Gerani(?), Gorham, Trent

**Colonial:** McCabe, Anderson, Boyum, Sandoval, B Wilson, Zodda, Copeland; need space

**DOWN WITH THE KING:** Copeland, Anderson

**DUNE:** K Wilson, Anderson, R Fisher, Saunders(?) ; need 2-5 more

**GUNSLINGER:** Anderson, Farrow, Scott; need 3 more

**JUNTA:** Copeland, Gardner, Anderson

**KINGMAKER\*:** (Webb)

**MACHIAVELLI:** Scott

**MAHARAJA:** K Wilson, Khao, Hanna, Anderson

**MERCHANT OF VENUS:** Butitta, K Wilson, Wordelmann, Watson; need 2 more

**MONSTERS RAVAGE AMERICA:** Butitta, TJ & L Klausutis(?)

**REPUBLIC OF ROME:** Centurius Populus, Copeland, (Webb)

**RUSSIAN CIVIL WAR:** K Wilson(?), A Bargender, Copeland, Scott, M Fisher

**TITAN:** Khao, A & J Bargender, (Webb); need 1 or 2 more

**OTHER POSSIBILITIES:** 1829 (N OR S), 1856, 1870, AD 4000 (\*), CIRCUS IMPERIUM,

GLADIATOR, KAMAKURA, PLANET MINERS, SOURCE OF THE NILE (\*)

\* Offered by guest GM, when space is available.

Games: **now running**, **have run**, **run/run by e-mail**, and **COULD RUN**.

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\*\*\*\*\*  
DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 7 MAY 99  
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### The Bottom Line

This is BORIS THE SPIDER, a zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$12 in Canada, and \$18 overseas) or \$1 by E-mail. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (850) 863-9081, or [prbolduc@aol.com](mailto:prbolduc@aol.com). If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).

# **BORIS THE SPIDER**

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